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Plaintiff in Pro Per

UNITED STATES DISTRICT COURT  
CENTRAL DISTRICT OF CALIFORNIA

MARC WOLSTENHOLME,  
Plaintiff,  
vs.  
RIOT GAMES, INC.,  
Defendant

CASE NO. 2:25-CV-00053-FMO-BFM HON.

*Hon. Fernando M. Olguin*

DECLARATION OF MARC  
WOLSTENHOLME

REQUEST FOR PROTECTIVE ORDER  
AGAINST FURTHER HARASSMENT AND  
BAD FAITH LITIGATION CONDUCT.

REQUEST FOR FRAUD INVESTIGATION  
REFERRAL

Thursday, June 5th, 2025  
Time: 10:00 am  
Crtrm: 6D

Dated this: May 07, 2025

M. WOLSTENHOLME.  
[MARC WOLSTENHOLME]

REQUEST FOR PROTECTIVE ORDER AGAINST FURTHER HARASSMENT AND BAD FAITH  
LITIGATION CONDUCT.

REQUEST FOR FRAUD INVESTIGATION REFERRAL

*This motion is noticed for hearing on Thursday, June 5th, 2025, at 10:00 AM in Courtroom 6D, the same time as Plaintiff's pending Motion to Reassign Magistrate Judge for Cause (Dkt. \_125\_), to promote judicial efficiency and avoid duplicative proceedings.*

**REQUEST FOR PROTECTIVE ORDER AGAINST FURTHER  
HARASSMENT AND BAD FAITH LITIGATION CONDUCT.**

**REQUEST FOR FRAUD INVESTIGATION REFERRAL**

**TO THE HONORABLE COURT, DEFENDANT, AND ITS COUNSEL OF  
RECORD:**

Plaintiff Marc Wolstenholme, appearing pro se, respectfully moves this Court for sanctions against Defendant and its counsel based on (1) their refusal to provide responsive discovery, (2) obstruction of the meet and confer process, and (3) repeated harassment and abusive litigation conduct.

This motion is supported by the accompanying memorandum of points and authorities, the Declaration of Marc Wolstenholme, the attached Meet and Confer Chart (Exhibit A), and all papers and records on file in this action.

**REASONS FOR MOTION AND PROTECTIVE ORDER**

This motion is made following Plaintiff's good-faith effort to resolve the matter without court intervention, including a telephonic meet and confer on May 2, 2025, during which Defendant's counsel refused to meaningfully engage, refused to answer material questions, spoke over the Plaintiff, lied to misrepresent what the Plaintiff had said, stated that the Plaintiff should not make motions, then when pressed he stated that not in the way you just said. He also stated that he does not believe anything the Plaintiff says and all of the Plaintiff's evidence isn't evidence. He stated that Riot's community had not harassed the plaintiff, stated that the Plaintiff made up the evidence of the 2023 ticket to Riot Forge, stated that the Plaintiff made up evidence and stated that Riot would not publicly condemn the bomb threats and many other harassing threats because they do not exist, made many threats, and ultimately terminated the call prematurely.

It was by all means a horrible interaction in which the Plaintiff was forced to shout to stop the rude and malicious behavior of Josh Geller, who began the calls with threats to end the call unless the Plaintiff did this or that. It was clear that the council had no intention to resolve any matter but persisted in causing further harm and to push his own agendas so he could make endless more repetitive and harassing motions.

1 Because of persistent manipulation and harassment, filthy conduct, endless  
2 excuses and lies, The Plaintiff charted a list of outstanding Meet and Confer matters. He also sent  
3 a list of questions to document his good faith attempts.

4  
5 Every question was met with, I don't know, you are wrong, I don't have to do  
6 anything, you don't know the law, you can't file a motion. You are making it up, and so on.

7 The Plaintiff has a well-documented anxiety-based disorder, Riot Games and its  
8 council have a documented pattern of lies, threats, harassment, bullying and exhaustive unethical  
9 legal tactics designed to further abuse their victims, of which there has been many in just their 20  
10 years of business. Without intervention, more people will be harmed by their abusive behaviors.  
11 The Class Action tried to control their antics, abuses and behaviors but babysitting for three  
12 years and 100 million dollars is nowhere near enough for a company community founded on  
13 abuse, Bro-mancing, a culture of misogyny and relentless IP theft and possibly backed by Black  
14 Budgets of military civil fusion.  
15

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18 **KNOWN BULLYING AND ABUSE TACTICS.**

19 Riot's Legal Team, its wider community and even Settlement Conference  
20 discussions have threatened that Riot will be using procedural oppression and abuse to cause  
21 harm until they get their own way, which is to say the case dismissed via abuse and bullying.  
22 Why is the court entertaining these behaviors without challenge? And why is this well-informed  
23 pattern of abusing vulnerable people not being investigated?  
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25 **4**

26 REQUEST FOR PROTECTIVE ORDER AGAINST FURTHER HARASSMENT AND BAD FAITH  
27 LITIGATION CONDUCT.

28 REQUEST FOR FRAUD INVESTIGATION REFERRAL

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2 The Plaintiff has spoken to people who have previously been involved with Riot's  
3 abuse. They stated,

4  
5 *"I wouldn't doubt it for a second. They will do whatever they can to denounce,*  
6 *delay, dissuade you in any way they can."*

7 And

8 *"If you can prevail somehow, that would be awesome! But since they can and do*  
9 *pay for the most rabbit legal council available, the path will be long and frustrating for sure."*  
10

11  
12 Everyone can see Riot's legal approach for what it is, which is to say bullying and  
13 evading and harassing with motions and financial harassment until the cases are dismissed, or the  
14 Plaintiff can no longer fight back against the aggressive and damaging filth tactics.

15 Even their legal approach against IP infringement, Anti-competitive practices and  
16 intentional abuse, are steeped in Anti-competitive practices and intentional abuse as well as  
17 manipulation of evidence as shown with the Wayback Machine.  
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19  
20 They're fighting the cases not with merit and honesty, but with the very same  
21 methods that gave rise to the cases and indeed many other cases in their short but horrendous  
22 past. This is not a company who have learned from their mistakes and from the punishment of  
23 the class action, but of a company who are unsafe and rotten to the core and need State  
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27 REQUEST FOR PROTECTIVE ORDER AGAINST FURTHER HARASSMENT AND BAD FAITH  
LITIGATION CONDUCT.

28 REQUEST FOR FRAUD INVESTIGATION REFERRAL

1 intervention and serious investigations from The United States House Committee on Foreign  
2 Affairs, before more civilians, employees, creatives and even data are abused. Riot Games  
3 maybe the most damaging company to ever exist in the Gaming industry and more harm will  
4 follow.  
5

6 Riot has a history of threatening their victims after also abusing them or their  
7 work, such as oppressing NDAs, their threats of employment dismissal, their threats to people  
8 involved in the class action, their publicly documented threats to many, including the  
9 Chronoshift cases and so on. Riot are not a reputable company and have never been safe to hire  
10 people without abusing them, let alone to control the sensitive data of many U.S and wider  
11 citizens. How can a company of this magnitude of degradation in practices and in morals, who's  
12 CEO farts in his hands and asks a female assistant to smell it, and who's CEO has had to flee to  
13 France amid sexual harassment allegations, be trusted to not abuse any IP and to not use tactics  
14 designed to exhaust and destabilize the Plaintiff. How can they be trusted not to abuse the  
15 discovery process, or any process. How can they be trusted not to abuse evidence?  
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26 REQUEST FOR PROTECTIVE ORDER AGAINST FURTHER HARASSMENT AND BAD FAITH  
27 LITIGATION CONDUCT.

28 REQUEST FOR FRAUD INVESTIGATION REFERRAL

**STRENGTHENED ARGUMENT – WAYBACK MACHINE AS  
EVIDENCE OF MANIPULATION, DIVERSION, AND ABUSIVE TACTICS**

Riot Games, through its legal team, has attempted to rely on a selectively captured screenshot from the Wayback Machine (a non-governmental, volunteer-run internet archive) to suggest that Plaintiff's access to the Riot Forge submission portal did not occur within the asserted timeframe. This reliance on a single archived snapshot, of one webpage out of potentially thousands across internal domains Riot controlled, is both misleading and technologically unsound as dispositive evidence.

By contrast, Plaintiff has located and submitted (see attached Exhibit B) the Wayback Machine's capture of the Arcane 10-Year Anniversary Video, a key promotional event for the series, which does not appear in the archive until December 19–20, 2020, despite Riot's claim that Arcane was announced in October 2019 as part of its League of Legends 10-year celebration. If Riot contends that the absence of Forge portal records on the Wayback Machine undermines Plaintiff's claims, then it must also explain how its own flagship Arcane promotional content, apparently widely marketed and circulated, was not captured for over a year.

This inconsistency illustrates a critical and well-established principle: the Wayback Machine is not a definitive or real-time archival tool. It frequently misses content, particularly from dynamic or submission-based sites. As recognized by the court in *Martinez v.*

1 ZoomInfo Techs. Inc., No. 21-cv-5725 (W.D. Wash. Apr. 2023), archive gaps and omissions are  
2 common and are not legally dispositive.

3  
4 Additionally, Plaintiff notes that publication dates on platforms such as YouTube,  
5 including Riot's own channels, can be manually altered or masked through internal CMS tools or  
6 metadata manipulation. This is increasingly common among major tech and entertainment firms  
7 with backend access and distribution controls, and Riot actively seeks hackers for employment.  
8

9  
10 Therefore, the absence of Forge archive captures proves nothing. Meanwhile, the  
11 delayed archival appearance of Riot's own high-profile Arcane marketing video directly  
12 undercuts Riot's credibility in offering the Wayback Machine as supposedly definitive proof. If  
13 Riot's central promotional assets evaded timely archival capture, then it is entirely reasonable,  
14 and indeed expected, that internal submission portals like Forge would evade capture even more  
15 completely.  
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18 At best, this undermines Riot's timeline. At worst, it suggests that Riot's legal  
19 team knowingly presented this evidence in a confidential settlement context to mislead and  
20 pressure a self-represented litigant with a known anxiety disorder and who has already made  
21 concerns of gaslighting, to withdraw. Tellingly, Riot did not file this evidence on the docket,  
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1 where it would be subject to adversarial and public scrutiny and sanctions for misrepresentation.  
2 This raises serious ethical concerns and the possibility of evidence manipulation.

3 Finally, Plaintiff reiterates that the Riot Forge portal functioned as a semi-private  
4 submission tool, not a public-facing marketing site. As such, it would not be indexed or crawled  
5 by archive bots in any reliable way. Riot's refusal to produce server-side logs or internal access  
6 records, despite discovery requests, only exacerbates these concerns.  
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9 This pattern of presenting unverifiable evidence in closed settings, particularly  
10 against a pro se Plaintiff with mental health conditions, reflects a broader procedural abuse. If it  
11 is ultimately shown that Riot's legal team presented manipulated or knowingly misleading  
12 evidence in an attempt to gaslight or coerce the Plaintiff, this could rise to the level of fraud on  
13 the court, and could warrant criminal referral, sanctions, or disciplinary action under applicable  
14 ethical codes.  
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**PLAINTIFF SEEKS JUSTICE AND RESOLUTION; DEFENDANT SEEKS  
TO OBSTRUCT AND SUPPRESS**

The Plaintiff respectfully reiterates that he is not here to delay or complicate the proceedings, but to pursue justice through proper process, discovery, and adjudication of the claims on their merits. Plaintiff has made repeated efforts to cooperate with Defendant, participate in discovery, and clarify the record, including through formal filings, meet and confer efforts, and supplemental evidentiary declarations. Plaintiff's sole objective is to ensure that the factual and legal questions in this case are resolved transparently and fairly.

In stark contrast, Defendant Riot Games, Inc. has adopted a strategy designed to obstruct, suppress, and avoid meaningful litigation. Rather than responding to discovery, Defendant has:

Refused to answer key interrogatories and produce basic documents concerning the development timeline, internal communications, and submission systems at the heart of this case;

Sought to bifurcate discovery, delaying access-related evidence until after a threshold ruling that would effectively cut off Plaintiff's claims;

1 Attempted to restrict Plaintiff's access to the electronic case filing (ECF) system,  
2 an extraordinary step intended to block Plaintiff from filing timely and accurate submissions;  
3

4  
5 And most egregiously, demanded that Plaintiff post a \$100,000 bond, an amount  
6 wholly disproportionate to his means, clearly intended to chill access to the courts and suppress  
7 legitimate litigation.  
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10 And misused a Settlement Conference in a wholly disturbing and abusive manner  
11 which needs to be investigated, during which the Plaintiff was directly told that Riot intended to,  
12 and will, abuse and bully until they win.  
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15 Stonewalled the Meet and confer process and refusing to condemn the relentless  
16 daily harassment of the Plaintiff from Riot's wider community and the behaviors of the Riot  
17 legal team.

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19 Taken together, these tactics reflect not a good-faith defense, but a calculated  
20 effort to deny Plaintiff a fair hearing by exhausting his resources, destabilizing his participation,  
21 and erecting procedural roadblocks.  
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24 Plaintiff therefore respectfully requests that this Court recognize and address these  
25 patterns as part of its determination on the relief sought.

**REQUEST FOR FRAUD INVESTIGATION REFERRAL**

Plaintiff respectfully requests that this Court consider, in addition to civil sanctions, a referral to appropriate federal or state authorities, including the U.S. Attorney's Office, Department of Justice, California Civil Rights Department, or relevant State Bar, for investigation into potential criminal misconduct by Defendant Riot Games, Inc. and its legal representatives.

Specifically, Plaintiff raises serious and well-supported concerns of:

Fraud on the court, under federal standards (see *Hazel-Atlas Glass Co. v. Hartford-Empire Co.*, 322 U.S. 238 (1944));

Presentation of manipulated or misleading evidence during confidential proceedings, including apparent misuse of the Wayback Machine to obscure critical timeline facts;

Concealment of responsive records, and refusal to disclose known internal documents central to the issue of access and manuscript submission;

A coordinated pattern of procedural obstruction and psychological pressure, designed not to litigate the merits but to exhaust, destabilize, and silence a pro se Plaintiff with documented vulnerabilities.

1 Plaintiff notes that these concerns are not hypothetical: Riot's legal team has  
2 repeatedly stonewalled good faith meet-and-confer efforts, dismissed all attempts at procedural  
3 resolution, and knowingly misrepresented key facts in confidential settings, all while denying  
4 documented harassment that has been public and ongoing for years. To date, Defendant has  
5 offered no credible evidence rebutting Plaintiff's claims beyond a single piece of manipulated  
6 web archive content, the timing and authenticity of which are now seriously in question.  
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9 Where parties systematically deploy litigation power not to pursue justice, but to  
10 evade it through gamesmanship, deception, and manipulation of process, judicial authority is  
11 insufficient to address the harm alone. Plaintiff therefore urges the Court to take the  
12 extraordinary, but justified, step of referring these matters for independent investigation, to  
13 uphold the integrity of the judicial process and protect other vulnerable litigants from similar  
14 abuse.  
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17 Plaintiff makes this request with full awareness of its gravity, and only after years  
18 of documented, escalating misconduct that now appears to rise to the level of intentional fraud  
19 and coordinated abuse. Riot have not made any attempts at all to address these cases on their  
20 merits but continue to misused the court and Riot's power and money to violate the Plaintiff and  
21 these cases to the bone, with seemingly impunity as they tip-toe along the line of the perception  
22 of legality whilst everyone knows they are playing games with the court and with the health and  
23 wellbeing of their endless victims.  
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26 REQUEST FOR PROTECTIVE ORDER AGAINST FURTHER HARASSMENT AND BAD FAITH  
27 LITIGATION CONDUCT.

28 REQUEST FOR FRAUD INVESTIGATION REFERRAL

**RELIEF REQUESTED:**

1, An order permitting a neutral, court-supervised forensic examination of Riot's developer submission servers and content management systems, limited to metadata and log verification relevant to Plaintiff's submission and access claims.

2, Sanctions against Defendant and/or its counsel under Federal Rule of Civil Procedure 37(b) for failure to meaningfully participate in discovery and for obstruction and abuse during meet and confer efforts, including the unreasonable refusal to answer basic procedural questions.

3, A protective order under Federal Rule of Civil Procedure 26(c), barring further harassment and misconduct in communications or discovery interactions by Defendant's counsel, and requiring that future meet and confer efforts occur either in writing or under Court supervision to preserve the integrity of the record.

4, An order permitting Plaintiff to re-raise the issue of Defendant's litigation conduct if new evidence of manipulation, destruction of records, or retaliation emerges, with expedited briefing on additional sanctions or evidentiary relief.

1                   5, A referral to appropriate authorities (e.g., DOJ, U.S. Attorney's Office, State  
2 Bar) to investigate potential fraud on the court and manipulation of evidence if warranted by  
3 factual findings regarding the use of the Wayback Machine, concealed submissions, or  
4 misrepresentations to the Plaintiff during confidential proceedings.  
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7                   6, An order compelling Riot Games to disclose any communications, contracts,  
8 discovery, or litigation holds issued to or involving United Talent Agency (UTA), Curtis Brown  
9 Group (CBG), Jonny Geller, or Felicity Blunt, in connection with the development of Arcane or  
10 any potential access routes to Plaintiff's manuscript, and to identify whether these individuals or  
11 entities have been notified of their central relevance to this litigation.  
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14                   7, Any further relief the Court deems just and proper to ensure fair and  
15 transparent litigation, especially in light of the Plaintiff's status as a self-represented party facing  
16 a highly resourced corporate defendant known to abuse and exhaust their endless victims.  
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1                   **Concussion**

2                   The Plaintiff understands his shortcomings and vulnerabilities and how they are  
3 being weaponized by the defendants “Rabbit” council. The Plaintiff is working diligently to try  
4 to correct his mistakes and learn the litigation process in the US.  
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7                   The Plaintiff understands that there is an effort and tactic orchestrated by the  
8 Defendant’s legal team to make him react to clog up the dkt, so the court and diligent Clarks are  
9 burdened by the Plaintiff’s attempts to litigate effectively. This is a wicked, and intrinsically  
10 harmful legal bad gamesmanship tactic and the Plaintiff suggests that it mirrors wider concerns  
11 at Riot Games which need to be investigated to protect the public.  
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14                   For the reasons above, Plaintiff respectfully requests entry of a protective order,  
15 referral for investigation, and such other relief as the Court deems just and proper.  
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**Declaration of Authenticity:**

I, Marc Wolstenholme, declare under penalty of perjury that the statements made  
are true and accurate

Executed on May 07, 2025, in Coventry, England.

Respectfully submitted,

Signature: *M. WOLSTENHOLME*

Marc Wolstenholme

Plaintiff in Pro Per

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